

Theme:	Temple of Artemis
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	

It is always important to keep up with good appearances – just like the temple we will hear about today which was rebuilt many times – each time to perfection – how perfectly do we fold our scarves?

	05	INSPECTION: Folded scarves	Beans/Bones	
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Artemis was an Olympian God, the daughter of Zeus and Leto. She was the goddess of the moon, and also the goddess of the hunt. Do we know how to hunt?

	10	STEAM RELEASE: Hunt and Find The Leader calls (for example) "hunt green" and all the Cubs need to look for something green and touch it - the first Cub to touch it gets a bone. Other commands could be "hunt stone", "hunt wood", "hunt red", etc.	None	
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Some people believe that the original temple of Artemis contained a sacred stone - probably a meteorite – if it was a meteorite, we shouldn't touch it!

	10	ACTIVE GAME: "Eggy Eggy" Cubs are scattered around a designated area. All Cubs are numbered from one to ten – more than one Cub can have a number – numbers depend on the number of Cubs in the Pack. The Leader has a tennis ball and as he/she throws it up in the air, they will call a number used. All Cubs with that number have to try and catch the ball before it touches the ground. Then the Cub that catches it must immediately shout out a number and throw the ball into the air. Cubs with that number need to try and catch the ball, and so on. Introduce a second ball (or third) to make it more fun.	Tennis ball(s)	
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The temple was knocked down and rebuilt many times – some believe it was knocked down as a result of war! At Cubs we have a fun war game we play - tug-o-war!

Time	Min	Activity	Equipment	Scouter
	10	<p>CIRCLE GAME: Circular Tug of War</p> <p>Cubs in a circle holding onto a rope (they will work in threes). About 2 metres behind each group is a beanbag or some other object. Each group tries to pull on the rope so that one member can pick up the bean bag. Cubs need to be holding onto the rope when they pick up the beanbag.</p>	Rope, bean bag	
<p><i>Another reason why the temple was destroyed was a fire - Herostratus set fire to the wooden roof of the building and burnt the temple to the ground so that he could have a place in history. As Cubs we know how important fire safety is!</i></p>				
	20	<p>TEAM GAME: Fire lighting (10 minutes for explanation and 10 minutes to practice). Ensure there is sufficient supervision for each group/Six.</p> <p>Explain to the Cubs the safe way of lighting a match.</p> <p>Once they are all comfortable with the concept, ensure that scarves are put to the back of the uniform.</p> <p>In Sixes, Cubs take it in turns to strike the match correctly, light a candle and then blow the candle out. Once he/she is comfortable with the action, the next Cub will have a turn.</p> <p>Outdoor Challenge – Campcraft. Silver Wolf – learn about fire safety and show the correct way to strike a match</p>	Candles, matches, candle holder	
<p><i>Do you think anyone was in the temple when it caught fire? It is important to know what to do if a building catches fire – let’s put the fire out ...</i></p>				
	10	<p>RELAY GAME: Put the fire out!</p> <p>Draw a “fire” with chalk on concrete or side of Scout Hall for each team & place a squirter bottle full of water close by. Cubs to be in Sixes/teams. The first Cub puts on the gumboots, jacket & fire hat & runs up with the “hose” to the fire, drops the hose & picks up the water bottle. The rest of the team reels the hose back in. The “fireman” squirts the “fire” with the squirter bottle until the hose is wound in then leaves it by the fire for the next person & races back to the rest of the fire-crew. Swap gumboots, jacket & hat with the next fireman, who runs up with the hose. Repeat for all team members. (The hose reel can be a rope with a knot on the end/old hose or a garden hose on a reel – use your imagination).</p>	A large plastic bottle with a squirter top (e.g. Sunlight dishwashing bottle) full of water, pair of gumboots (large shoes), raincoat, fireman’s hat & “hose reel” for each team	

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<i>Some believe that the temple was destroyed by a flood ... if a flood did happen we need to make sure everyone is safe ...</i>				
	10	QUIET GAME: Who is missing? The Cubs walk around in a circle. When the leader gives a signal they all cover their eyes with their caps or their hands. The leader touches one of the Cubs on the shoulder and he/she leaves the room as quickly and quietly as possible, while the others still walk with their eyes closed. When the Leader calls 'stop' the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub, who is missing, is the winner. Note: The Cubs should not walk round for too long a time, as they will become dizzy. Watch out for any Cubs who are cheating by peeping through their fingers! (Cubs don't have to walk - they can be sitting with their eyes covered).		
<i>Next week we will be visiting The Lighthouse at Alexandria – you up for the challenge?</i>				
	05	NOTICES/BADGES		
	05	GRAND HOWL Flag Prayer Dismiss	Totem/skin/rock Flag/flag pole Prayer book	